

What is Claimed is:

1. A security system comprising:

means for issuing identifying information inherent in a data processing device connected to a communication network;

means for associating said identifying information inherent in said data processing device and identifying information inherent in a recording medium in which data to be processed in said data processing device is recorded with each other and storing them; and

means for, in reference to said association, managing which recording medium is used in each said data processing device.

2. A security system according to claim 1, wherein the time of said data processing device being connected to a communication network or information using said time is used as said identifying information inherent in said data processing device.

3. A method for managing a recording medium comprising the steps of:

issuing identifying information inherent in a data processing device connected to a communication network;

associating said identifying information inherent in

said data processing device and identifying information inherent in a recording medium in which data to be processed in said data processing device is recorded with each other and storing them; and,

in reference to said association, managing which recording medium is used in each said data processing device.

4. A method according to claim 3, wherein the time of said data processing device being connected to a communication network or information using said time is used as said identifying information inherent in said data processing device .

5. A computer readable recording medium with a program stored therein for causing a computer system to perform a method according to claim 3 or 4.

6. A data processing device comprising:

storing means for storing first identifying information inherent in a data processing device which is issued from a server via a communication network; and

sending means for sending said first identifying information and second identifying information inherent in a recording medium with a data stored therein associated with said first identifying information to manage a recording medium to server via a communication network.

7. A computer readable recording medium with a program stored therein for causing a computer system to perform a method according to claim 6.

8. A data processing device for processing saved data in a backup memory, comprising :

means for storing identifying information inherent in said data processing device;

means for encrypting said saved data using said identifying information inherent in said data processing device as a key.

9. A data processing device according to claim 8, further comprising means for decrypting said encrypted saved data using said identifying information as a key.

10. A data processing method for encrypting saved data in a backup memory using identifying information inherent in a data processing device as a key.

11. A data processing method according to claim 10, which decrypts said encrypted saved data using said identifying information as a key.

12. A computer readable recording medium with a program stored therein for causing a computer system to perform a

method according to claim 10 or 11.

13. A data processing device comprising:

means for reading and storing saved data from a backup memory and

means for deleting said saved data backed up in said backup memory after said reading of said saved data.

14. A method for managing a saved data comprising the steps of:

transferring saved data to be processed in a data processing device from back up memory to said data processing device, and

deleting said saved data backed up in a nonvolatile memory of a backup memory thereafter.

15. A security system comprising:

means for registering in a database the number of times that a data processing device having a backup memory is connected to a communication network while recording said number of times in said backup memory or said data processing device and

means for, upon said data processing device being connected to a communication network, when said number of times obtained from said data processing device is consistent with the number of times registered in said

database, permitting the processing of said data in said backup memory.

16. A security system according to claim 15, wherein the time when said data processing device having said backup memory is connected to a communication network or information using said time is used as identifying information inherent in said backup memory.

17. A method for managing a saved data comprising the steps of:

registering in a database the number of times that a data processing device having a backup memory is connected to a communication network while recording said number of times in said backup memory and said data processing device; and,

upon said data processing being connected to a communication network, when said number of times obtained from said data processing device is consistent with the number of times registered in said database, permitting the processing of the data in said backup memory.

18. A method according to claim 17, wherein the time when said data processing device having said backup memory is connected to a communication network or information using said time is used as identifying information inherent in

said backup memory.

19. A computer readable recording medium with a program stored therein for causing a computer system to perform a method according to claim 17 or 18.

20. A game server comprising:

means for setting in advance a level required to participate in a communication game in accordance with the difficulty of said game; and

means for allowing a player complying with the required level according to the difficulty of said game to participate in said communication game.

21. A game processing method for not saving progression status of a game when a communication game is played via a communication network.

22. A computer readable recording medium with a program stored therein for causing a computer system to perform a method according to claim 21.

23. A game processing method for shortening a displaying time of an ending screen of a game when a communication game is played via a communication network.

24. A computer readable recording medium with a program stored therein for causing a computer system to perform a method according to claim 23.